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MORE Out of Bounds Secrets | Animal Crossing: New Horizons - Boundary Break

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Shesez
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Lets take the camera absolutely anywhere we want to learn more about AC:NH!

Every episode I have - https://www.youtube.com/playlist?list...

Animal Crossing: New Horizons
2020
BROWSE GAME

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Lunnaei 4 months ago
I'd love to see if there's anything more on Harv's island. It looks so pretty, but you can't reach any of it.
1.8K REPLY
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Mayor Mori 4 months ago
Great video, as always. Very interesting to see the door without a black box behind it in the museum. Can't wait for part 3!
250 REPLY
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Shesez 4 months ago (edited)
Quick explanation. The video received a copyright claim shortly after its release. There was a video made trying to reach across the isle with Nintendo regarding the take down that you may have all seen. That video is now unlisted as Nintendo has chosen to release the claim. I want to thank you all for your encouragement, support, and sympathy during this whole experience. Please enjoy the video :)
2.8K REPLY
View 129 replies from Shesez and others

Eliott Le Calvé 4 months ago
Hi there!
I'm a game developer and can share with you my theory about all these models that are fully modelled, even on the back side.

ACNH is the first game in the series to use realtime lighting, which means dynamic shadows. In most 3D engines, the back side of any polygon is gonna be ignored when rendering lighting and shadows. This is commonly called backface culling.
In order to get the buildings and some other objects to properly project a drop shadow when the sun is behind them, there needs to be geometry facing out! It doesn't have to be detailed, just a simple quad does the job.
One exception here is on the tree leaves, which are, as you can see, flat 2D textures that still render from both sides and still project shadows. This is done at the shader level, where both the lighting, and color rendering is defined, as well as the movement from the wind.

For the fixed camera buildings, it's a different story. The lighting is most likely pre-computed (it's called baking), you still need all the faces in order to generate the shadows properly. Once the baking is done though, these back faces can be removed to save rendering time.

I hope this helped!

Cheers
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aaa ooo 4 months ago (edited)
the creators weren't just messing around, the bamboo doll is actually based on a very old and well known japanese fairytale. it's about an elderly bamboo cutter who had found a baby in a glowing bamboo stalk one night while working. the bamboo cutter and his wife had always wanted a child before that, and it was the full moon that the baby had come from.
380 REPLY
View 6 replies

Naief The goony 4 months ago
The bamboo baby actually has a cool backstory, it's a reference to an old japanese story about a wood chopper who cuts a bamboo tree and finds a baby inside it, the baby ends up to be the daughter of the moon gods and ends up leaving her family to leave in the moon as a goddess.
1.4K REPLY
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Silentgrace7 4 months ago
Here's an idea for you, Shesez: find someone who hasn't upgraded the museum to include the art portion yet and look to see if there's a black box where that will inevitably be. If there isn't, that gives some hope to the possibility that Brewster will be fixed in the back of the fossil exhibit (or elsewhere, to be honest. I genuinely feel as if the areas to the sides of the art museum could definitely have rooms installed in future updates),
382 REPLY
View 5 replies

M.M 4 months ago
Everyone: **glitching into the ocean**
Nintendo: fine, I'll do it myself
247 REPLY

dixii d 4 months ago
I feel bad for our villagers, we see cosy houses and lush bushes and they just see half trees and really thin houses
442 REPLY
View 4 replies

Toxicoke 4 months ago
12:52 now we know that that circle on the floor is for the moon jellyfish! which is really cool bc they had it planned all along
105 REPLY
View reply

Wintereater 4 months ago (edited)
I think the reason for the backs of buildings being modeled is that when in the terraforming mode, standing directly behind a building (as well as cliffs) shifts the camera angle to a bird's eye view. Even though you still can't really see the back side of the buildings in this view, they probably modeled it just in case.
2K REPLY
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Novaruu 4 months ago
I wanna know who's in zipper the easterbunnys costume since he literally has a zipper on his back.
567 REPLY
View 9 replies

Momo Mimi 4 months ago
Dobie: "Its you, with the shirt!"
Villager, standing naked: 👁👄👁
99 REPLY

Julie Robert 4 months ago
7:00 The baby inside of the peach is a reference to Momotarô, a Japanese folklore hero. An old childless couple found a peach floating down a river, out of which popped a little baby boy. They named him Momotarô because it basically means "Peach Boy". He later goes on an adventure to save his land from demons by going to their island and defeating them. He befriends a talking dog, monkey, and pheasant along the way and they help him with his quest.
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BlueEyedCat 4 months ago (edited)
When you use the apologetic emotion at Orville he makes a sad face that is apparantly "Unique to him" so if someone wants to take off Wilbur's sunglasses to see if he does it too or if it really is unique to Orville that'd be great.
45 REPLY

Olivia Anne 4 months ago
You should have someone go into the fitting room in the able sisters and see if you can see them
94 REPLY
View 2 replies

Logan Butler 4 months ago
the circle in the aquarium part of the museum is where the moon jellyfish appear when you catch them in the new update that lets you swim and catch sea creatures
35 REPLY

Denki Kaminari 4 months ago
Imagine if the shop upgraded again and then you could go up the ladder to a second floor of nooks cranny with idk seasonal items or just other items.
46 REPLY

Sam 4 months ago
dude that the stuff is fully modeled now gives me some MAD respect for The Sims devs
20 REPLY

David McCarthy 4 months ago
6:10 Dobie: "It's you, with the shirt!"

Shesez: "uhhhh.."
49 REPLY
View 2 replies

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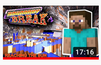
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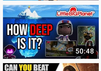
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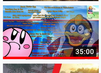
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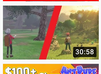
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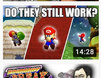
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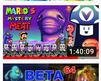
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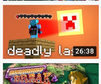
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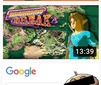
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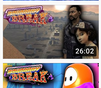
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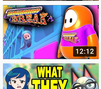
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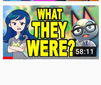
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